WolfSSL

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Contents

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Abstract

Explanation of this article. Must be a synthesis

Chapter 1

SSL Protocol

1.1   Introduction

The SSL protool is a client/server protocol that provides the following basic
security services to the communicating peers:

- Authentication (both peer entity anda data origin authentication) services

- Connection confidentiality services

- Connection integrity services

The SSL protocol is sockets-oriented, meaning that all or none of the data
that is sent to or received from a network connection is cryptographically
protected in exactly the same way. It can be best viewed as an intermediate
layer between the transporrt and the application layer that serves two purposes:

- Establish a secure connection between the commucating peers

- Use this connection to securely trasmit giher-layer protocol data from
  the sender to the reciever. It therefore fragments the data in pieces
  called fragments; each fragment is optionally compressed, authenticated,
  encrypted, prepended with a header, and transmitted to the reciever.
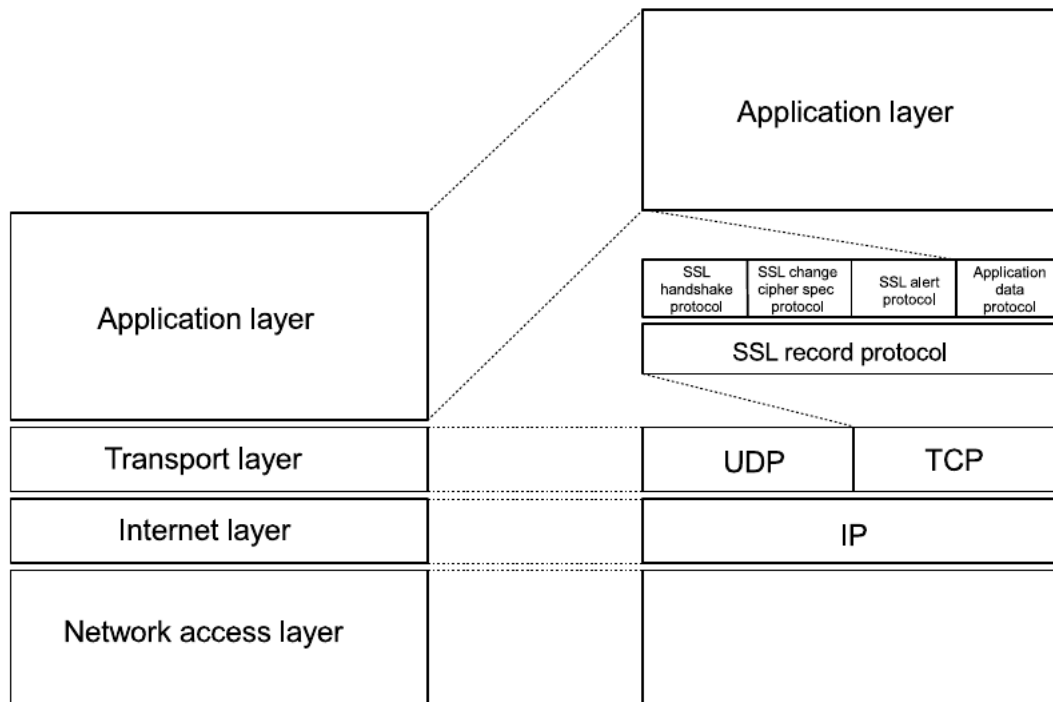 Each data fragment prepared this way is sent in a distinct SSL record.

Figure 1.1: The SSL with its (sub)layer and (sub)protocols

The SSL consists of two sublayers and a few subprotocols:

- The lower sublayer is stacked on top of some connection-oriented and reliable transport layer protocol. This layer basically comprises the SSL record protocol that is used for the encapsulation of the higher-layer protocol data.

- The higher sublayer is stacked on top of the SSL record protocol and comprises four subprotocols.

  - The *SSL handshake protocol* is the core subprotocol of SSL. It is used for establishment of a secure connection. It allows the communicating peers to authenticate each other and to negotiate a cipher suite and a compression method.

  - The *SSL change cipher spec protocol* is used to put the parameters, set by the SSL handshake protocol in place and make them effective.

  - The *SSL alert protocol* allows the communicating peers to signal indicators of potential problems and send respective alert messages to each other.

– The *SSL application data protocol* is used for the secure transmission of application data.

In spite of the fact that SSL consists of several subprotocols, we use the term *SSL protocol* to refer to all of them simultaneously.

1.2 SSL Handshake

The SSL handshake protocol is layered on top of the SSL record protocol. It allows a client and server to authenticate each other and to negotiate issues like cipher suites and compression methods.
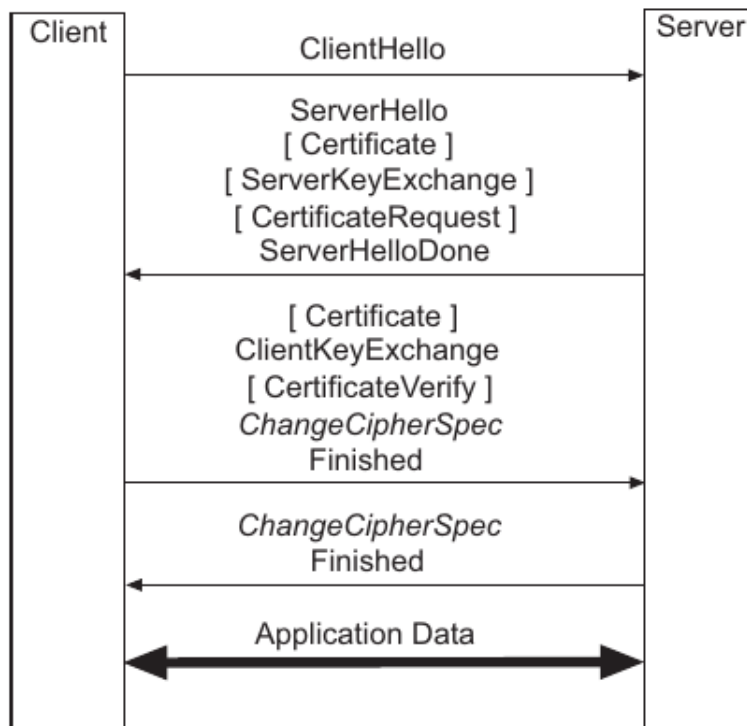

Figure 1.2: The SSL handshake protocol

The SSL handshake protocol comprises four sets of messages:

- The first flight comprises a single *ClientHello* message that is sent from the client to the server.

- The second flight comprises two messages that are sent back from the server to the client:

  1. *ServerHello* message is sent in response to the *ClientHello* message

  2. (optional) If the server is to authenticate itself, it may send a *Certificate* message to the client.

  3. (optional) Under some circumstances, the server may send a *ServerKeyExchange* message to the client.

  4. (optional) If the server requires the client to authenticate itself with a public key certificate, then it may send a *CertificateRequest* message to the client.

  5. Finally, server send a *ServerHelloDone* message to the client.

- The third flight comprises three to five messages that are again sent from the client to the server:

  1. (optional) If the server has sent a *CertificateRequest* message, then the client sends a *Certificate* message to the server.

  2. In the main step of the protocol, the client sends a *ClientKeyExchange* message to the server.

  3. (optional) If the client has sent a certificate to the server, then it must also send a *CertificateVerify* message to the server. This message is digitally signed with the private key that corresponds to the client certificate's public key.

  4. The client sends a *ChangeCipherSpec* message to the server (using the SSL change cipher spec protocol) and copies its pending write state into the current write state.

  5. The client sends a *Finished* message to the server. As mentioned above, this is the first message that is cryptographically protected under the new cipher spec.

- The fourth flight comprises two messages that are sent from the server back to the client:

  1. The server sends another *ChangeCipherSpec* message to the client and copies its pending write state into the current write state.

  2. Finally, the server send a *Finished* message to the client. Again, this message is cryptographically protected under the new cipher spec.

At this point in time, the SSL handshake is complete and the client and server may start exchanging application-layer data.

Chapter 2

WolfSSL

The wolfSSL embedded SSL library is a lightweight SSL/TLS library written in ANSI C and targeted for embedded, RTOS, and resource-constrained environments - primarily because of its small size, speed, and feature set; It's an SSL/TLS library optimized to run on embedded platforms.
It's free and it has an excellent cross platform support.
WolfSSL supports standards up to the current TLS 1.3 and DTLS 1.2 levels, is up to 20 times smaller than OpenSSL and it's powered by the colfCrypt library.

This library is built for maximum portability and supports the C programming language as a primary interface. It also supports several other host languages, including Java (wolfSSL JNI), C# (wolfSSL C#), Python, and PHP and Perl.

To improve performance it supports hardware cryptography and acceleration on several platforms.

In the following list you can see some of WolfSSI's features:

- Runtime memory usage between 1-36 kB

- OpenSSl compatibility layer

- Hash Functions:

    - MD2
    - MD4
    - MD5
    - SHA-1
    - SHA-224
    - SHA-256
    - SHA-384
    - SHA-512
    - BLAKE2b
    - RIPEMD-160
    - Poly1305

- Mutual authentication support (client/server)

- SSL Sniffer (SSL Inspection) Support

- IPv4 and IPv6 support

The operating systems supported are:

1. Win32/64
2. Linux
3. Mac OS X
4. Solaris
5. ThreadX
6. VxWorks
7. FreeBSD
8. NetBSD
9. OpenBSD
10. embedded Linux
11. Yocto Linux
12. OpenEmbedded
13. WinCE
14. Haiku
15. OpenWRT
16. iPhone(iOS)
17. Android
18. Nintendo Wii and Gamecube through DevKitPro
19. QNX
20. MontaVista
21. NonStop
22. TRON / ITRON / ITRON
23. Micrium C / OS - III
24. FreeRTOS
25. SafeRTOS
26. NXP / Freescale MQX
27. Nucleus
28. TinyOS
29. HP / UX
30. AIX
31. ARC MQX
32. TI - RTOS
33. uTasker
34. embOS
35. INtime
36. Mbed
37. uT - Kernel
38. RIOT
39. CMSIS -RTOS
40. FROSTED
41. Green Hills INTEGRITY
42. Keil RTX
43. TOPPERS
44. PetaLinux
45. Apache Mynewt
46. PikeOS

Chapter 3

Test case

3.1 Client/Server provided by WolSSL

Figure 3.1: Server SSL

Figure 3.2: Client SSL

In this example, the server is a simple SSL server that allows only one client connection; after the connection with a client, the server receives an encrypted message from client, it responds and quits.
The -b parameter allows the server to bind to any interface instead of localhost only.

The client after the connection with the server, sends a message (hello wolfssl!) and after the server response, it quits.
The -h parameter allows the client to specify the server address to perform the connection.

Figure 3.3: All SSL packets sent

Client IP: 192.168.0.47   Server IP: 192.168.0.254

Come si puo' bene vedere dalla figura soprastante, la comunicazione viene iniziata dal client con un 'Client Hello'; dopo SSL handshake, ci sono due messaggi 'Application Data' inviati rispettivamente dal client verso il server e dal server verso il client il cui contenuto e' cifrato. Una volta che il server invia la risposta al client, la comunicazione viene chiusa attraverso 'Encrypted Alert'.

Figure 3.4: Content of the encrypted message

Come si puo' vedere, lo scambio di messaggi e' cifrato.

3.2 EchoClient/EchoServer provided by WolfSSL


```
luca@luca:~/Documents/information_system_security/wolfSSL/wolfssl/examples/echoserver$ ./echoserver
Hi Server, I'm echoClient!
client sent quit command: shutting down!
luca@luca:~/Documents/information_system_security/wolfSSL/wolfssl/examples/echoserver$ []
```

Figure 3.5: EchoServer SSL


```
luca@luca:~/Documents/information_system_security/wolfSSL/wolfssl/examples/echoclient$ ./echoclient
Hi Server, I'm echoClient!
Hi Server, I'm echoClient!
quit
sending server shutdown command: quit!
luca@luca:~/Documents/information_system_security/wolfSSL/wolfssl/examples/echoclient$ ▮
```

Figure 3.6: EchoClient SSL

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Figure 3.7: All SSL packets sent

Chapter 4

Create a program using WolfSSL

4.1 TCP application

To create an SSL program you can modify your TCP program added several SSL functions. To explain the migration from TCP to SSL, I created a simple chat between a client and a server.

4.1.1 TCP Server

In my example, the TCP server after configuring the socket and connecting it with the client, it creates a ClientHandler thread that launches a thread for read and a thread for write from socket.

```
int main()
{
    /* Create a socket that uses an internet IPv4 address,
     * Sets the socket to be stream based (TCP),
     * 0 means choose the default protocol. */
    if ((sockfd = socket(AF_INET, SOCK_STREAM, 0)) == -1)
    {
        fprintf(stderr, "ERROR: failed to create the socket\n");
        return -1;
    }

    /* Initialize the server address struct with zeros */
    memset(&servAddr, 0, sizeof(servAddr));
```

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```c
/* Fill in the server address */
servAddr.sin_family = AF_INET;          /* using IPv4    */
servAddr.sin_port = htons(DEFAULT_PORT); /* on DEFAULT_PORT */
servAddr.sin_addr.s_addr = INADDR_ANY; /* from anywhere */

/* Bind the server socket to our port */
if (bind(sockfd, (struct sockaddr *)&servAddr,
    sizeof(servAddr)) == -1)
{
    fprintf(stderr, "ERROR: failed to bind\n");
    return -1;
}

/* Listen for a new connection*/
if (listen(sockfd, 1) == -1)
{
    fprintf(stderr, "ERROR: failed to listen\n");
    return -1;
}
/* Continue to accept clients until shutdown is issued */
while (1)
{
    printf("Waiting for a connection...\n");
    /* Accept client connections */
    if ((connd = accept(sockfd, (struct sockaddr *)&clientAddr,
        &size)) == -1)
    {
        fprintf(stderr, "ERROR: failed to accept the
            connection\n\n");
        ncurses_end();
        return -1;
    }
    pthread_t mainThread;
    pthread_create(&mainThread, NULL, ClientHandler, NULL);
    pthread_join(mainThread, NULL);
    printText("Communication is ended!\n", "System");

    if (is_end)
        break;
}
ncurses_end();
printf("Shutdown complete\n");
```

```
        /* Cleanup after this connection */
        close(connd); /* Close the connection to the client */
        /* Cleanup and return */
        close(sockfd); /* Close the socket listening for clients */
        return 0;    /* Return reporting a success           */
}
```

Listing 4.1: int main() of TCP server

As stated above, the clientHandler thread creates two thread, but before it waits the client username.

```
void *ClientHandler(void *args)
{
    int ret;
    /********************** USERNAME */
    /* Read the client username into our buff array */
    XMEMSET(buff, 0, sizeof(buff));
    ret = read(connd, buff, sizeof(buff));
    ncurses_start();
    clearWin();
    if (ret > 0)
    {
        /* Print to stdout any data the client sends */
        strcpy(username, buff);
        char text[256];
        sprintf(text, "Client %s connected successfully", username);
        printText(text, "System");
        printText("*************************\n", "System");
        fflush(stdout);
    }
    else
    {
        printText("ERROR!!", "System");
        close(sockfd);    /* Close the connection to the server */
        pthread_exit(NULL); /* End theread execution           */
    }
    /************************* */
    XMEMSET(buff, 0, sizeof(buff));

    if (pthread_create(&Treader, NULL, readBuffer, NULL))
    {
        fprintf(stderr, "Error creating thread\n");
        fflush(stdout);
```

```c
        return NULL;
    }

    if (pthread_create(&Twriter, NULL, writeBuffer, NULL))
    {
        fprintf(stderr, "Error creating thread\n");
        fflush(stdout);
        return NULL;
    }
    pthread_join(Treader, NULL);
    pthread_join(Twriter, NULL);
    /* Cleanup after this connection */
    close(connd);     /* Close the connection to the client */
    pthread_exit(NULL); /* End theread execution          */
}
```

Listing 4.2: clientHandler thread of TCP server

ReadBuffer is a thread that allows to read messages sent from client. It has an infinite loop that read data from socket open previously; Once it gets the message, with the printText function, the message is printed to the terminal using ncurses.

```c
void *readBuffer(void *args)
{
    int ret;
    while (1)
    {
        /* Read the client data into our buff array */
        XMEMSET(buffReader, 0, sizeof(buffReader));
        ret = read(connd, buffReader, sizeof(buffReader));

        if (ret > 0)
        {
            if (!strcmp(buffReader, "quit"))
            {
                pthread_cancel(Twriter);
                pthread_exit(NULL); /* End threaded execution
                            */
            }
            printText(buffReader, username);
        }
        else
        {
```

```
        printText("ERROR READ!!", "System");
        pthread_cancel(Twriter);
        pthread_exit(NULL); /* End threaded execution          */
    }
}
}
```

Listing 4.3: readBuffer thread of TCP server

WriteBuffer thread has an infinite loop used for write messages from server to client.

```
void *writeBuffer(void *args)
{
    int ret;
    while (1)
    {
        read_in();
        len = XSTRLEN(Rbuffer);

        /* Reply back to the client */
        ret = write(connd, Rbuffer, len);
        printText(Rbuffer, "Server");

        if (XSTRNCMP(Rbuffer, "quit", 4) == 0)
        {
            is_end = 1;
            break;
        }

        if (ret != len)
        {
            printText("ERROR!!", "System");
            break;
        }
    }
    pthread_cancel(Treader);
    return NULL;
}
```

Listing 4.4: writeBuffer thread of TCP server

4.2   From TCP to SSL

To create a wolfSSL application the first thing that I did is include the
wolfSSL API header in your program.

```
#include <wolfssl/ssl.h>
```

After the inclusion of the header files, I initialize the library and the WOLFSSL_CTX
calling **wolfSSL_Init**; This is necessary to use the library.

The WOLFSSL_CTX structure contains global values for each SSL connection,
including certificate information. To create a new WOLFSSL_CTX there is
wolfSSL_CTX_new() function. it requires an argument which defines the
SSL or TLS protocol for the client or server to use. In my case I used TLS
1.3, so the call is:

```
WOLFSSL_CTX *ctx = wolfSSL_CTX_new(wolfTLSv1_3_server_method());
```

for the server;

```
WOLFSSL_CTX *ctx = wolfSSL_CTX_new(wolfTLSv1_3_client_method())
```

for the client.

In the WOLFSSL_CTX can be loaded the CA (Certificate Authority) so
that the client is able to verify the server's identity when they start the
connection conversely. To load the CA into the WOLFSSL_CTX there is
wolfSSL_CTX_load_verify_locations(). This function requires three arguments:

- a WOLFSSL_CTX pointer

- a certificate file

- a path value that point to a directory which should contain CA certificates
  in PEM format.

this function returns SSL_SUCCESS or SSL_FAILURE.
wolfSSL_CTX_load_verify_locations() can be used for verify the client
or the server identity, but in my case, only the client loads the CA, the server
loads a certificate file into the SSL context (WOLFSSL_CTX) calling:

```
int wolfSSL_CTX_use_certificate_file(ctx, CERT_FILE,
    SSL_FILETYPE_PEM);
```

Also the server private key can be loaded using the wolfSSL library; the function is:

```
int wolfSSL_CTX_use_PrivateKey_file(ctx, KEY_FILE,
    SSL_FILETYPE_PEM)
```

After a TCP connection the WOLFSSL object needs to be created and the file descriptor needs to be associated with the session; the instructions are:

```
//Connect to socket file descriptor
WOLFSSL* ssl;
//create WOLFSSL object
ssl = wolfSSL_new(ctx);
wolfSSL_set_fd(ssl,sockfd);
```

After the previous instructions called by client and server, the server waits an SSL client to initiate the SSL handshake; it waits until a client call **wolfSSL_connect(ssl)** and then the handshake starts.

Once the connection functions are set, I replaced **read(...)** function with:

```
int wolfSSL_read(WOLFSSL *ssl, void *data, int sz);
```

It read **sz** bytes from the SSL session **ssl** internal read buffer into the buffer **data**. The bytes are removed from the internal receive buffer;

Instead the **write(...)** function is replaced by:

```
int wolfSSL_write(WOLFSSL *ssl, void *data, int sz);
```

It writes **sz** bytes from the buffer, **data**, to the SSL connection, **ssl**.

When the application is over, the WOLFSSL_CTX object and the wolfSSL library must be freed; the instructions are:

```
wolfSSL_free(ssl);
wolfSSL_CTX_free(ctx);
wolfSSL_Cleanup();
```

4.3 SSL application

To develop an SSL application, I started from the TCP chat explained in the previous section and I added the wolfSSL function to create an encrypted communication.

The goal of this program is to show how to create a simple encrypted chat, focusing on the security of an application and not to the good practices of the socket and thread applications.

Some part of the code like inclusion and global variables are omitted (wolfSSL object and other variables are stored in global memory); you can find them on github.

In the next subsections I'll try to explain the code of the program:

4.3.1 SSL Server

The server created by me authenticate itself by sending a certificate; For testing purpose, all the certificates that I use, I took from wolfSSL download. It also use an RSA key for secure symmetric key exchange that is used for actual transmitted data encryption and decryption.

After the initialization of the wolfSSL and the socket, the main function marks the socket referred to by sockfd as a passive socket, that is, as a socket that will be used to accept incoming connection requests using accept.

```c
int main()
{
    int ret;

    /* Initialize wolfSSL */
    wolfSSL_Init();

    /* Create a socket that uses an internet IPv4 address,
     * Sets the socket to be stream based (TCP),
     * 0 means choose the default protocol. */
    if ((sockfd = socket(AF_INET, SOCK_STREAM, 0)) == -1)
    {
        fprintf(stderr, "ERROR: failed to create the socket\n");
        return -1;
    }
    /* Create and initialize WOLFSSL_CTX */

    if ((ctx = wolfSSL_CTX_new(wolfTLSv1_3_server_method())) ==
        NULL)
```

```c
{
    fprintf(stderr, "ERROR: failed to create WOLFSSL_CTX\n");
    return -1;
}

/* Load server certificates into WOLFSSL_CTX */
if (wolfSSL_CTX_use_certificate_file(ctx, CERT_FILE,
    SSL_FILETYPE_PEM) != SSL_SUCCESS)
{
    fprintf(stderr, "ERROR: failed to load %s, please check the
        file.\n",
            CERT_FILE);
    return -1;
}

/* Load server key into WOLFSSL_CTX */
if (wolfSSL_CTX_use_PrivateKey_file(ctx, KEY_FILE,
    SSL_FILETYPE_PEM) != SSL_SUCCESS)
{
    fprintf(stderr, "ERROR: failed to load %s, please check the
        file.\n",
            KEY_FILE);
    return -1;
}

/* Initialize the server address struct with zeros */
memset(&servAddr, 0, sizeof(servAddr));

/* Fill in the server address */
servAddr.sin_family = AF_INET;          /* using IPv4    */
servAddr.sin_port = htons(DEFAULT_PORT); /* on DEFAULT_PORT */
servAddr.sin_addr.s_addr = INADDR_ANY; /* from anywhere */

/* Bind the server socket to our port */
if (bind(sockfd, (struct sockaddr *)&servAddr,
    sizeof(servAddr)) == -1)
{
    fprintf(stderr, "ERROR: failed to bind\n");
    return -1;
}

/* Listen for a new connection*/
if (listen(sockfd, 1) == -1)
```

```
{
    fprintf(stderr, "ERROR: failed to listen\n");
    return -1;
}
.
.
.
```

Listing 4.5: int main() of SSL server, 1* part

This server can communicate with one client at a time so there is an infinite loop where the encrypted connection with a client is established. At this point a mainThread is created to handle reading and writing through the secure channel. Whenever the connection falls, the thread ends and the server try to established a new connection. The server ends only when keyboard of the server type 'quit' (this part is in another function).

```
/* Continue to accept clients until shutdown is issued */
while (1)
{
    printf("Waiting for a connection...\n");
    /* Accept client connections */
    if ((connd = accept(sockfd, (struct sockaddr *)&clientAddr,
        &size)) == -1)
    {
        fprintf(stderr, "ERROR: failed to accept the
            connection\n\n");
        return -1;
    }

    /* Create a WOLFSSL object */
    if ((ssl = wolfSSL_new(ctx)) == NULL)
    {
        fprintf(stderr, "ERROR: failed to create WOLFSSL
            object\n");
        return -1;
    }

    /* Attach wolfSSL to the socket */
    wolfSSL_set_fd(ssl, connd);

    /* Establish TLS connection */
    ret = wolfSSL_accept(ssl);
    if (ret != SSL_SUCCESS)
```

```
        {
            fprintf(stderr, "wolfSSL_accept error = %d\n",
                    wolfSSL_get_error(ssl, ret));
            return -1;
        }

        printf("Client connected successfully\n");
        pthread_t mainThread;
        pthread_create(&mainThread, NULL, ClientHandler, NULL);
        pthread_join(mainThread, NULL);
        printText("Communication is ended!\n", "System");

        if (is_end)
            break;
    }
    ncurses_end();
    printf("Shutdown complete\n");

    /* Cleanup after this connection */
    wolfSSL_free(ssl); /* Free the wolfSSL object          */
    close(connd);      /* Close the connection to the client */
    /* Cleanup and return */
    wolfSSL_CTX_free(ctx); /* Free the wolfSSL context object    */
    wolfSSL_Cleanup();   /* Cleanup the wolfSSL environment      */
    close(sockfd);       /* Close the socket listening for clients
        */
    return 0;            /* Return reporting a success          */
}
```

Listing 4.6: int main() of SSL server, 2* part

The previously created thread executes ClientHandler function; even if the connection is established, it shows 'Client name connected successfully' message on the screen only after reading the username from the secure channel.

After that two thread are created, one for read messages and one for write messages.

```
void *ClientHandler(void *args)
{
    int ret;
    /********************* USERNAME */
    /* Read the client username into our buff array */
    XMEMSET(buff, 0, sizeof(buff));
```

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```c
        ret = wolfSSL_read(ssl, buff, sizeof(buff) - 1);
        ncurses_start();
        clearWin();
        if (ret > 0)
        {
            /* Print to stdout any data the client sends */
            strcpy(username, buff);
            char text[256];
            sprintf(text, "Client %s connected successfully", username);
            printText(text, "System");
            printText("*************************\n", "System");
            fflush(stdout);
        }
        else
        {
            printText("ERROR!!", "System");
            close(sockfd);    /* Close the connection to the server */
            pthread_exit(NULL); /* End theread execution         */
        }
        /************************** */
        XMEMSET(buff, 0, sizeof(buff));

        if (pthread_create(&Treader, NULL, readBuffer, NULL))
        {
            fprintf(stderr, "Error creating thread\n");
            fflush(stdout);
            return NULL;
        }

        if (pthread_create(&Twriter, NULL, writeBuffer, NULL))
        {
            fprintf(stderr, "Error creating thread\n");
            fflush(stdout);
            return NULL;
        }

        pthread_join(Treader, NULL);
        pthread_join(Twriter, NULL);
        /* Cleanup after this connection */
        close(connd);     /* Close the connection to the client */
        pthread_exit(NULL); /* End theread execution         */
}
```

Listing 4.7: ClientHandler() of SSL server

WriteBuffer is a function executes by a thread for writing in the channel.
read_in() read the characters typed from the user until a new line and then
sent the message with **wolfSSL_write(ssl,Rbuffer,len)**.

```c
void *writeBuffer(void *args)
{
    int ret;
    while (1)
    {
        read_in();
        len = XSTRLEN(Rbuffer);

        /* Reply back to the client */
        do
        {
            ret = wolfSSL_write(ssl, Rbuffer, len);
            /* TODO: Currently this thread can get stuck infinitely
                if client
             *      disconnects, add timer to abort on a timeout
                eventually,
             *      just an example for now so allow for possible stuck
                condition
             */
            printText(Rbuffer, "Server");

        } while (wolfSSL_want_write(ssl));

        if (XSTRNCMP(Rbuffer, "quit", 4) == 0)
        {
            is_end = 1;
            break;
        }

        if (ret != len)
        {
            printText("ERROR!!", "System");
            break;
        }
    }
    pthread_cancel(Treader);
```

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```
        return NULL;
}
```

Listing 4.8: writeBuffer() of SSL server

ReadBuffer function read messages from the channel through **wolfSSL_read(ssl, buffReader, sizeof(buffReader)-1)**. If the user on the other side writes 'quit', this function and writeBuffer function end.

```
void *readBuffer(void *args)
{
    int ret;
    while (1)
    {
        /* Read the client data into our buff array */
        XMEMSET(buffReader, 0, sizeof(buffReader));
        ret = wolfSSL_read(ssl, buffReader, sizeof(buffReader) - 1);

        if (ret > 0)
        {
            if (!strcmp(buffReader, "quit"))
            {
                pthread_cancel(Twriter);
                pthread_exit(NULL); /* End theread execution
                              */
            }
            printText(buffReader, username);
        }
        else
        {
            printText("ERROR READ!!", "System");
            pthread_cancel(Twriter);
            pthread_exit(NULL); /* End theread execution        */
        }
    }
}
```

Listing 4.9: readBuffer() of SSL server

4.3.2 SSL Client

The SSL client has 3 thread; The main thread called Tclient that is used to manage read and write threads.

To execute the SSL client, the program needs the IP address of server. If the user doesn't provide it during the program calls, the program ends.

```c
int main(int argc, char **argv)
{
    pthread_t Tclient;
    /* Check for proper calling convention */
    if (argc != 2)
    {
        printf("usage: %s <IPv4 address>\n", argv[0]);
        return -1;
    }
    ip = argv[1];
    /* create a second thread which executes inc_x(&x) */
    if (pthread_create(&Tclient, NULL, client, NULL))
    {
        fprintf(stderr, "Error creating thread\n");
        fflush(stdout);
        return 1;
    }
    if (pthread_join(Tclient, NULL))
    {
        fprintf(stderr, "Error joining thread\n");
        return 2;
    }
    ncurses_end();
    return 0; /* Return reporting a success        */
}
```

Listing 4.10: int main() of SSL client

As in the server part, the function below is executed by a thread; it initializes WOLFSSL objects, socket etc. After initializations the function tries to connect to the secure channel, through the IP address inserted at the execution of the client.

```c
void *client(void *args)
{
    struct sockaddr_in servAddr;
```

```c
printf("Set your username: ");
refresh();
if (!scanf("%s", username))
{
    fprintf(stderr, "ERROR: failed to get message for
        server\n");
    return NULL;
}
ncurses_start();
/* Initialize wolfSSL */
wolfSSL_Init();

/* Create a socket that uses an internet IPv4 address,
 * Sets the socket to be stream based (TCP),
 * 0 means choose the default protocol. */
if ((sockfd = socket(AF_INET, SOCK_STREAM, 0)) == -1)
{
    fprintf(stderr, "ERROR: failed to create the socket\n");
    return NULL;
}

/* Create and initialize WOLFSSL_CTX */
if ((ctx = wolfSSL_CTX_new(wolfTLSv1_3_client_method())) ==
    NULL)
{
    fprintf(stderr, "ERROR: failed to create WOLFSSL_CTX\n");
    return NULL;
}

/* Load client certificates into WOLFSSL_CTX */
if (wolfSSL_CTX_load_verify_locations(ctx, CERT_FILE, NULL) !=
    SSL_SUCCESS)
{
    fprintf(stderr, "ERROR: failed to load %s, please check the
        file.\n",
            CERT_FILE);
    return NULL;
}

/* Initialize the server address struct with zeros */
memset(&servAddr, 0, sizeof(servAddr));

/* Fill in the server address */
```

```c
servAddr.sin_family = AF_INET;          /* using IPv4    */
servAddr.sin_port = htons(DEFAULT_PORT); /* on DEFAULT_PORT */

/* Get the server IPv4 address from the command line call */
if (inet_pton(AF_INET, ip, &servAddr.sin_addr) != 1)
{
    fprintf(stderr, "ERROR: invalid address\n");
    return NULL;
}


/* Connect to the server */

if (connect(sockfd, (struct sockaddr *)&servAddr,
    sizeof(servAddr)) == -1)
{
    printText("ERROR: failed to connect", "System");
    return NULL;
}
/*Do something*/

/* Create a WOLFSSL object */
if ((ssl = wolfSSL_new(ctx)) == NULL)
{
    fprintf(stderr, "ERROR: failed to create WOLFSSL object\n");
    return NULL;
}

/* Attach wolfSSL to the socket */
wolfSSL_set_fd(ssl, sockfd);
/* Connect to wolfSSL on the server side */
if (wolfSSL_connect(ssl) != SSL_SUCCESS)
{
    fprintf(stderr, "ERROR: failed to connect to wolfSSL\n");
    return NULL;
}

strtok(username, "\n");
len = strnlen(username, sizeof(username));
/* Send the username to the server */
if (wolfSSL_write(ssl, username, len) != len)
{
    fprintf(stderr, "ERROR: failed to write\n");
    return NULL;
```

```
    }

    if (pthread_create(&Twriter, NULL, writeBuffer, NULL))
    {
        fprintf(stderr, "Error creating thread\n");
        fflush(stdout);
        return NULL;
    }

    if (pthread_create(&Treader, NULL, readBuffer, NULL))
    {
        fprintf(stderr, "Error creating thread\n");
        fflush(stdout);
        return NULL;
    }

    pthread_join(Twriter, NULL);
    pthread_cancel(Treader);
    pthread_join(Treader, NULL);

    /* Cleanup and return */
    wolfSSL_free(ssl);    /* Free the wolfSSL object          */
    wolfSSL_CTX_free(ctx); /* Free the wolfSSL context object  */
    wolfSSL_Cleanup();    /* Cleanup the wolfSSL environment   */
    close(sockfd);        /* Close the connection to the server */
    printText("Communication is ended!\n Press a button!!!",
        "System");
    getch();
    return NULL;
}
```

Listing 4.11: void *client(void *args) of SSL client

Reading and writing threads are similar to the server part, so I'm not putting them in this part.

4.4   Compile a WolfSSL program

To execute a wolfSSL program you must have installed wolfSSL on your pc, and then you must add **-lwolfssl** on your gcc command.
Me having used the threads and ncurses I have to add other flags to gcc command; to optimize the compilation I created a makefile.

4.5   Execute a WolfSSL program

In my project I used a laptop for the client part, and a Raspberry Pi for the server part; they are connected to the same LAN.
Below you can see the GUI of the client and the server part and the traffic analyze with wireshark.
The IP address of server is **192.168.0.53**
The IP address of client is **192.168.0.46**
    ************ServerKeyExchange has been removed in TLS 1.3*********

Chapter 5

Differences between WolfSSL and OpenSSL

5.1 Introduction

The main differences are:

- Memory Usage

  - WolfSSL can be up to 20 times smaller than OpenSSL; The build size is between 20 and 100 KB and the runtime memory usage between 1 and 36 KB. This gives a magior advantage of integrating in smaller embedded devices.

- Hardware Crypto

  - WolfSSL has a partnership with the most MCU manufacturers which allows to be quite early in the market to support hardware acceleration on huge list of platforms.

- Portability

  - WolfSSL is more portable than OpenSSL because is made for real-time, mobile, embedded and enterprise systems.